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includes a control interface which operates as follows. When a machine 10 cashes a player out or pays out winnings, firmware associated with the game machine control (such as the illustrated processor 12) calculates how many coin/tokens that need to be dispensed from the hopper 20. At this point, a motor is activated which controls the hopper 20. The processor 12 samples an input sensor which changes states as coins are being ejected from the hopper. The sensor toggles one time for each coin that is dispensed from the hopper 20. The processor 12 continues to activate the motor on until all of the coins/tokens, for that cash out, have been dispensed by the hopper 20.

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Concl.

*Entered by
Crown
11/29/02* ^{line 21} On page 15, last paragraph, first line, please replace "case" with "cash"

In the Claims

Please amend claim 1 as follows:

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1. A gaming machine of the type useable to provide cashless gaming, the gaming machine comprising in combination:

A. a gaming unit having a game interface, a game processor in communication with the game interface, and a cash transaction unit in communication with the game processor; and

20 B. a cash emulation processor intermediate, and in communication with, the game processor and cash transaction unit, the cash emulation processor having a cashless credit system, whereby the cash emulation processor may emulate at least a portion of the cash transaction unit and thereby receive credit information from, or provide credit information to, the cashless credit system.

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Please add the following claims 2-30:

2. The gaming machine of claim 1 also having a machine housing with the game interface, game processor, and cash transaction unit being mounted in the machine housing.

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3. The gaming machine of claim 2 with the cash emulator processor having an emulator housing separate from the machine housing.

10 4. The gaming machine of claim 1 wherein the cash emulation processor is also connected through a network communication link to a credit information system distal from the cash emulation processor, whereby the cash emulation processor may exchange credit information with the credit information system.

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15 5. The gaming machine of claim 2 wherein the cash emulation processor is also connected through a network communication link to a credit information system distal from the cash emulation processor, whereby the cash emulation processor may exchange credit information with the credit information system.

20 6. The gaming machine of claim 3 wherein the cash emulation processor is also connected through a network communication link to a credit information system distal from the cash emulation processor, whereby the cash emulation processor may exchange credit information with the credit information system.

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7. A cashless adaptor system of the type useable with a vending machine having a housing, a user interface mounted in the housing, a cash transaction unit mounted in the housing, and a vending machine processor mounted in the housing and in communication with the cash transaction unit, whereby the cash transaction may receive or dispense cash and communicate the 5 reception or dispensing of cash to the vending machine processor, the cashless adaptor system comprising in combination:

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- A. a cash transaction unit emulator mounted in communication with the vending machine processor; and
- B. a cashless transaction system in communication with the cash transaction unit 10 emulator;

whereby the cashless transaction system may (i) receive credit information from, or provide credit information to, the user; and (ii) in conjunction with the cash transaction unit emulator emulate the receipt or dispensing of cash to the vending machine.

15 8. The cashless adaptor system of claim 7 also comprising a network communication link connected to a credit information system distal from the cash emulation processor, whereby the cash emulation processor may exchange credit information with the credit information system.

20 9. The cashless adaptor system of claim 7 wherein the cash transaction unit emulator includes an interception processor within the cash transaction unit emulator, whereby the interception processor may intercept cash transaction communication between the vending machine processor and the cash transaction unit.

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10. The cashless adaptor system of claim 8 wherein the cash transaction unit emulator includes an interception processor within the cash transaction unit emulator, whereby the interception processor may intercept cash transaction communication between the vending machine processor and the cash transaction unit.

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11. The cashless adaptor system of claim 7 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

12. The cashless adaptor system of claim 9 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

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13. The cashless adaptor system of claim 10 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming record card receptor.

15 14. A cashless adaptor system of the type useable with a vending machine having a housing, a user interface mounted in the housing, a cash receptor mounted in the housing, a cash dispenser mounted in the housing, and a vending machine processor mounted in the housing and connected to, and in communication with, the cash receptor and the cash dispenser, whereby the cash receptor may communicate the reception of cash to the vending machine processor and the vending machine processor may command the cash dispenser to dispense cash, the cashless adaptor system comprising in combination:

20 C. a cash transaction emulator connected intermediate the cash receptor and the vending machine processor and intermediate the cash dispenser and the vending machine processor; and

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D. a cashless transaction system in communication with the cash transaction emulator; whereby the cashless transaction emulator may emulate to the vending machine processor (i) the reception of cash by the cash receptor and (ii) the dispensing of cash by the cash dispenser.

5 15. The cashless adaptor system of claim 14 further comprising a network communication link in communication with a credit information system distal from the cash transaction emulator whereby the cashless transaction system may exchange credit information with the credit information system.

10 16. The cashless adaptor system of claim 14 wherein the cash transaction emulator includes a receptor interception processor within the transaction emulator, whereby the receptor interception processor may intercept cash transaction communication between the vending machine processor and the cash receptor.

15 17. The cashless adaptor system of claim 15 wherein the cash transaction emulator includes a receptor interception processor within the transaction emulator, whereby the receptor interception processor may intercept cash transaction communication between the vending machine processor and the cash receptor.

20 18. The cashless adaptor system of claim 14 wherein the cash transaction emulator includes a dispenser emulation processor within the transaction emulator, whereby the dispenser emulation processor may emulate cash dispenser communication to the vending machine processor.

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19. The cashless adaptor system of claim 15 wherein the cash transaction emulator includes a dispenser emulation processor within the transaction emulator, whereby the dispenser emulation processor may emulate cash dispenser communication to the vending machine processor.

5 20. The cashless adaptor system of claim 17 wherein the cash transaction emulator includes a dispenser emulation processor within the transaction emulator, whereby the dispenser emulation processor may emulate cash dispenser communication to the vending machine processor.

10 21. The cashless adaptor system of claim 14 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

15 22. The cashless adaptor system of claim 15 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

20 23. The cashless adaptor system of claim 16 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

24. The cashless adaptor system of claim 17 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

25. The cashless adaptor system of claim 18 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

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26. The cashless adaptor system of claim 19 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

27. The cashless adaptor system of claim 20 wherein the vending machine comprises a game-of-chance, and the cash transaction system includes a gaming credit record receptor.

28. A method of providing cashless gaming in conjunction with a gaming machine unit having a game interface, a game processor in communication with the game interface, and a cash transaction unit in communication with the game processor, the cashless gaming method comprising the steps of:

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A. maintaining an emulation processor intermediate, and in communication with, the game processor and cash transaction unit; and
B. in conjunction with the emulation processor, emulating at least a portion of the cash transaction unit, thereby receiving credit information from, or providing credit information to, the cashless credit system.

29. The cashless gaming method of claim 28 further comprising steps:
C. maintaining a network communication link to a credit information system distal from the emulation processor;
D. in conjunction with the network communication link, exchanging credit information between the credit information system and the emulation processor.